K.C.'s KRAZY CHASE

Starring K.C. Munchkin! In this episode our hero confronts the dreaded tree-eating Dratapillars of Venus!

VOICE ENHANCED!!

IMPORTANT!

Always be sure that the power to your Odyssey² console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.

TO BEGIN:

1. Insert the cartridge into the slot of the Odyssey² console or into The Voice of Odyssey with the label side facing the alpha-numeric keyboard.
2. Turn on the power by pressing the power button of the console. SELECT GAME will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.

K.C.'s KRAZY CHASE!

(1 or more players)

1. Press 0 on the numeric section of the keyboard.

2. The screen will display K.C. MUNCHKIN, the dreaded DRATAPILLAR and two of the dreaded DRATAPILLAR's dreadful DRATS.

3. K.C. MUNCHKIN is activated by the left hand control.

4. Push the joystick of the left hand control forward to make K.C. MUNCHKIN go towards the top of the screen. Pull the joystick towards you to make K.C.MUNCHKIN go towards the bottom of the screen. Move the joystick left to go left. Move right to go to the right. Characters going off one side of the screen will reenter from the other side.

5. The head of the dreaded DRATAPILLAR is so ferocious, it is only safe to attack it from the rear.

6. When K.C. munches out a segment of the DRATAPILLAR, the DRATS will turn white with fright and be stopped in their tracks if K.C. can catch them.

7. When a DRAT stops spinning and recovers its original color, it will return to the chase.

8. The DRATAPILLAR's head is always a threat to K.C. no matter how few of the DRATAPILLAR's segments are left.

9. **Scoring:**

   TREE: 1 POINT

   DRATAPILLAR segment: 3 POINTS

DRAT: 10 POINTS

10. **Bonus Scoring**
A player receives a 20 point bonus for munching out all of the DRATAPILLAR's segments, and his or her turn continues. Another DRATAPILLAR and two more DRATS will appear on the screen, and the score is cumulative. The action will get progressively faster with each succeeding bonus game.

11. The winner is the player who scores the highest number of points over a predetermined number of turns or after a predetermined length of time.

12. The score of the game in progress is shown at the lower right corner of the screen.

13. The highest score in a series of games is shown at the lower left corner of the screen.

14. Six question marks at the lower center of the screen ask for the name of the high scoring player. The high scoring player enters his or her name through the keyboard. The computer will accept any name up to six letters. If the name is shorter than six letters, press SPACE to erase the remaining question marks. The high score and the high scoring player's name will remain on the screen until a higher score is achieved in succeeding games.

15. To start a new scoring cycle, press RESET and then press the key code for one of the wide variety of mazes available.

16. Press 0, 1, 2, 3 or 4 to generate one of the five different standard mazes.

17. There is virtually no limit to the number of mazes available because you can program your own. The addition or deletion of only one line in a maze changes the strategic requirements of the game completely - and you have the capability to change every line if you wish!

18. Press RESET.

    Press P.

    K.C.'s KRAZY CHASE is now in the programming mode.

    IMPORTANT: Do not completely block off any section of a maze. Paths must always remain open.

19. The letters A thru G run down the left side of the screen. The numbers 1 through 9 run across the bottom of the screen. These serve as coordinates to identify the positions at which you wish to add or delete maze lines.

20. You can either start with the maze on the screen or press 1, 2, 3, or 4 to start with the other mazes. After you have selected a start-up maze, press ENTER.

21. To delete a vertical line:
    A. Locate the line by its letter and number coordinates.
    2. Press the number on the numeric section of the keyboard.
    3. Press the letter on the alphabet section of the keyboard.
    4. Press CLEAR. The vertical line will disappear.

22. To add a vertical line:
    A. Locate the coordinates for the position at which you wish to insert the line.

2. Press the number.
3. Press the letter.
4. Press ENTER.

23. To delete a horizontal line:
    A. Locate the line by its letter and number coordinates.
    2. Press the letter.
    3. Press the number.
    4. Press CLEAR.

24. To add a horizontal line:
    A. Locate the coordinates of the position at which you wish to insert the line.
    2. Press the letter.
    3. Press the number.
    4. Press ENTER.

25. In summary, pressing the letter first will affect the horizontal lines. Pressing the number first will affect the vertical lines.

26. When you have programmed the maze to your specifications, press YES or Y and the game will start.